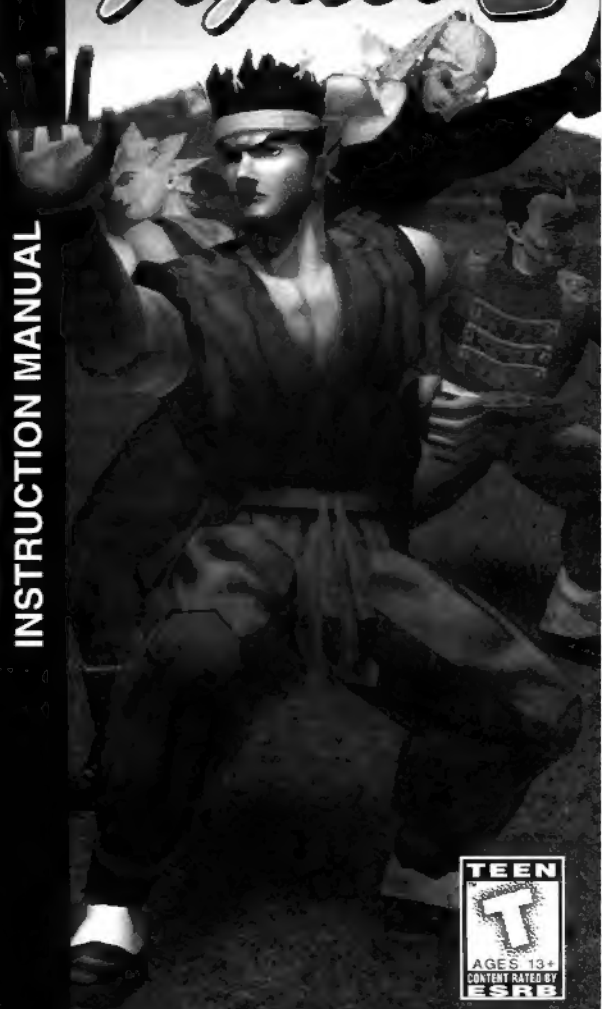


SEGA®

Virtua Fighter 2

GENESIS®

INSTRUCTION MANUAL



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- ☐ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- ☐ Do not bend it, crush it or submerge it in liquids.
- ☐ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ☐ Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

VIRTUA FIGHTER™ 2

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The Battle Continues

One year has passed since eight of the toughest, fastest fighters challenged each other in the World Fighting Tournament. Lau Chan may have won the championship, but all of the fighters gained something. Each fighter's limits and shortcomings became crystal clear. Some made new friendships; others developed intense rivalries. All gained valuable fighting experience before they left the arena and went their separate ways.

Now the call has come again: eight cordial invitations to the second World Fighting Tournament. Ominously, no RSVP's are requested – as if anyone could be foolish enough to back out. Could the sinister Judgment 6 cartel be behind all of this? Whatever new and formidable moves and techniques these accomplished fighters may possess, they all share one thing: the suspicion that this time, the stakes will be higher than ever.

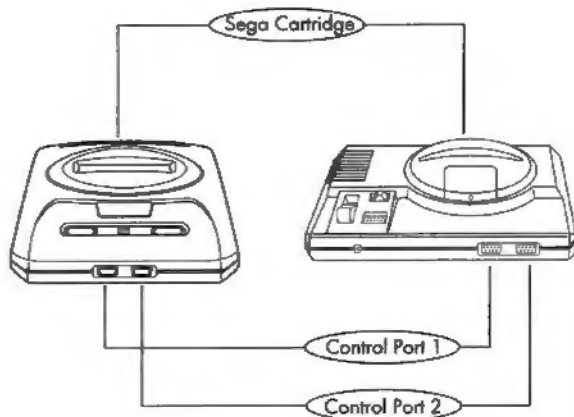
After a year of hard training, Akira Yuki is back to try out his new moves and to fight the decisive battle against new-found rival, Wolf Hawkfield. Hong Kong film star Pai Chan returns for another chance to defeat her father, Lau Chan, who is back to defend his title. Pancratium master, Jeffry McWild, fights to preserve his livelihood. The ninja Kagemaru returns on both official and family business, as he seeks to break the cover and discover the secrets of the mysterious syndicate that pulls the strings of the World Fighting Tournament. Jacky Bryant has come to rescue his sister, Sarah, who – ironically – has been brainwashed and carefully trained to eliminate him.

Who will emerge victorious this time?

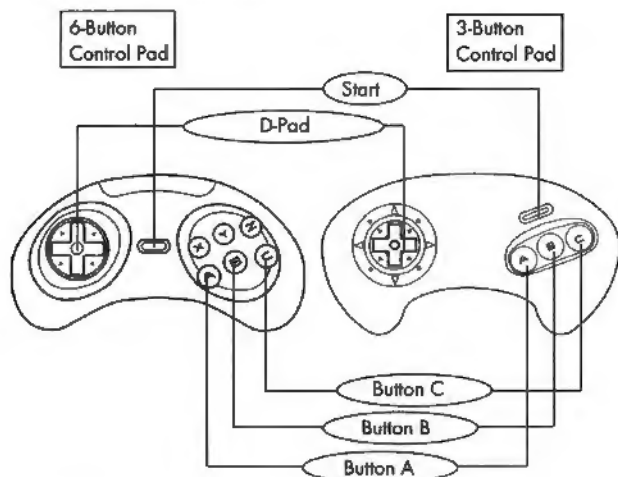
Starting Up

1. Set up the Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2.
2. Make sure the power switch is OFF. Then insert the *Virtua Fighter™ 2* Genesis cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. In a few moments, the Title screen appears.
4. If the Sega logo screen doesn't appear, turn the power switch OFF. Make sure the system is set up correctly and the cartridge is firmly inserted in the console. Turn the power switch ON again.
5. Press the Start button when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



Take Control!



D-PAD

- Moves cursor in selection screens.
- Maneuvers fighter in fighting modes.

START

- Starts game.
- Enters selections in selection screens.
- Pauses game/restarts paused game.

BUTTON A

- Enters selections in selection screens.
- Makes fighter [G]uard in fighting modes.

BUTTON B

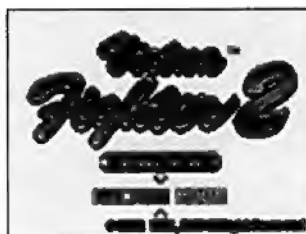
- Cancels selections in selection screens.
- Makes fighter [P]unch in fighting modes.

BUTTON C

- Enters selections in selection screens.
- Makes fighter [K]ick in fighting modes.

NOTE: The button functions for the 6-Button Control Pad can be reconfigured in the Key Assign sub-screen of the Options screen (see p. 7).

Let the Battle Begin



Press Start from the Title screen to enter the Mode Select screen. Press the D-Pad UP or DOWN to cycle through the modes, and Button A, C or Start to select.

Arcade Mode

Arcade Mode is a one-player fight against computer-controlled opponents. Choose your favorite Virtua Fighter and take on all challengers.

VS Mode

VS Mode lets you and another player match skills in a two-player fight to the finish.

Options

In Options you can re-configure several gameplay features, re-assign button functions on your Control Pad (6-Button Control Pad only) and sample the *Virtua Fighter 2* audio effects (see below).

Consider Your Options

The Options screen allows you to adjust some important features of gameplay to suit your fighting style and ability. Press the D-Pad UP or DOWN to highlight an option, and LEFT or RIGHT to cycle through the settings for that option. Press Start to return to the Mode Select screen from the Options screen.

LIFE GAUGE: This option allows you to change the amount of damage your fighter takes per hit. Choose from SMALLEST (for a weaker fighter) to LARGEST (for a fighter who can absorb some of the nastiest blows). Or select NO DAMAGE to make your fighter's skin impenetrable. (Don't get too cocky though, you can still be knocked out of the ring!)

MATCH POINT: Match Point lets you set the number of wins needed to decide a match. Choose from one, two or three wins.

TIME LIMIT: The Time Limit option allows you to determine the length of the fighting round. Choose from 10, 20, 30 or 60 seconds, or select NO LIMIT for a fight where you can take your time beating your opponent to a pulp.

ENEMY LEVEL: How tough do you want to make it on yourself? This option lets you assign a difficulty level of EASY, NORMAL or HARD to the computer-controlled fighter.

EXIT: Press Button A, B, C or Start while EXIT is highlighted to return to Mode Select.

DEFAULT: Press Button A or C while DEFAULT is highlighted to reset all the options to their default values.

The main Options screen has two sub-screens – Key Assign and Sound Test. To access either of these screens, highlight the name by pressing the D-Pad UP or DOWN, and select by pressing Button A or C. Press Start to return to the main Options screen from a sub-screen.

KEY ASSIGN: The Key Assign screen automatically displays the type of Control Pad (3-button pad, 6-button pad or Not Connected) connected in each Control Port. If you have a 6-button pad connected, you can select one of three configurations for the Control Pad button functions. There is only one configuration for the 3-button pad. The 1P and 2P Control Pads have individual Key Assign menus.

SOUND TEST: There are three sound test areas – SE (Sound Effects) Test, Voice Test and BGM (Background Music) Test. Press the D-Pad UP or DOWN to highlight a test type, and LEFT or RIGHT to cycle through the tracks. Press Button A or C to sample the track. Select DEFAULT to return the Audio Effects to their default values. Select EXIT to return to the main Options screen.

The Virtua Tournament

Player Select

At the beginning of both Arcade and VS Modes, the Player Select screen appears. Press the D-Pad LEFT or RIGHT to highlight fighters, and Button A, C or Start to select a highlighted fighter. Press and hold the D-Pad UP or DOWN while pressing Button A or C to select various uniform colors. There is a 20-second timer in the Player Select screen. The highlighted fighters are automatically selected when time expires.



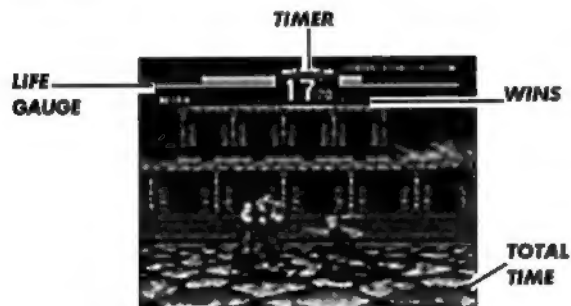
The Rules

There are three rounds per match by default. The first fighter to win two rounds is the winner of the match (see Options, p.6) for how to change the number of wins to decide a match). There are two main ways to win a round:

- 1) Reduce your opponent's Life Gauge to zero [Knock-Out].
- 2) Force your opponent out of the ring [Ring Out]

If neither fighter is KO'd or knocked from the ring, the fighter with the longer Life Gauge when time expires is declared the winner of the round. If both fighters have an equal amount of life remaining at the end of the round, a DRAW is declared. If the last round of a match ends in a DRAW, there is a special one-round sudden death fight to decide the winner of the match.

The Ring



LIFE GAUGE Shows the amount of life remaining in the round for each fighter.

TIMER Shows the amount of time remaining in the current round.

TOTAL TIME Displays the total amount of time the current champion has been fighting.

WINS Indicates the number of wins for each fighter in the current match.

Second-Player Entry

A second player can join in an Arcade Mode game by pressing Start on the unused Control Pad. "CHALLENGER COMES" appears onscreen, followed by the Player Select screen, allowing the new player to choose a fighter. The winner of the two-player match continues in Arcade Mode at the beginning of the stage that was interrupted.

Game Over/Continue

In Arcade Mode, the game ends when your fighter loses a match. You have the option of continuing after the game ends. Press Start before the timer expires to continue play from the beginning of the match you lost. The game also ends when you successfully defeat your opponent at every stage.



In VS Mode, a VS Mode Records screen, displaying the current Win/Loss record for every fighter in VS Mode play, appears after every match. There are three options at the bottom of the VS Mode Records screen:

CONTINUE: To return to the VS Mode Player Select screen for a new match

EXIT: To go back to the Title screen

CLEAR: To reset all the VS Mode records

You can continue in VS Mode an unlimited number of times.

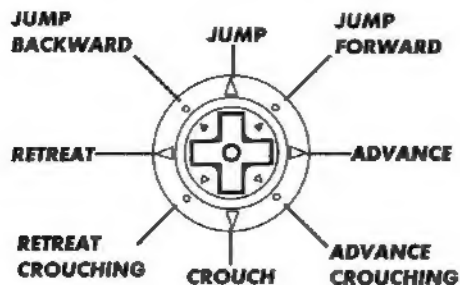


Name Entry

When you clear every stage in one of the top times, the Name Entry screen appears. Press the D-Pad LEFT or RIGHT to cycle through the characters and press Button A, C or Start to select. Select ← or press

Button B to delete the previous character. Select END or allow the timer to expire to enter the name.

The Moves



Key

Directions on the D-Pad are indicated by arrows.

Light arrows (⇨) = Press the D-Pad in the direction shown.

Dark arrows (→) = Press and hold the D-Pad in the direction shown.

Note: all moves are shown for a fighter facing right. Reverse the instructions for a fighter facing left.

G = [G]uard (Default Button A)

P = [P]unch (Default Button B)

K = [K]ick (Default Button C)

[+] = Simultaneously (e.g. P+G = Press the Punch and Guard buttons simultaneously).

KKK... = Rapid tap (e.g. press the Kick button repeatedly).

NOTE: Remember that some kinds of attacks can only be performed under certain conditions, such as **while crouching** or **versus a fallen opponent**. There are several types of attacks that can be performed at different stages of a jump:

- BIG JUMP (↑) attacks can begin **in mid-air**, or can be timed to execute **before landing**.
- SMALL JUMP (⇧) attacks should always be timed **simultaneously** with the jump.

Akira

NAME: Akira Yuki
COUNTRY: Japan
BIRTHDAY: 9/23/1968
SEX: Male
JOB: Kung fu teacher
BLOOD TYPE: O
HOBBY: Kung fu



Already a legendary master of the art of Hakkyoku-ken, Akira has spent the past year traveling and honing his skills to a razor edge. Though he didn't win the first tournament, he considered it a learning experience, and eagerly anticipates trying out his new moves on all challengers.

Attacks

Chuusui	P
Housui	⇨ P
Shoutai	K
Youzentai	⇨ K
Sokutai	⇨ K
Soukahou	⇨ P (vs. fallen opponent)
Gekihousui	⇨ P (vs. fallen opponent)
Toukyaku	↑ K (in mid-air, big jump)
Fujintai	↑ K (before landing, big jump)
Choushitai	⇨ K (simul. w/ small jump)
Jouho Chouchuu	⇨ P
Rimon Chouchuu	⇨ ⇨ P
Yakuho Chouchuu	⇨ ⇨ ⇨ P
Mouko Kouhazan	⇨ P (while crouching)
Byakko Koushoda	⇨ ⇨ P (while crouching)
Utankyaku	⇨ ⇨ K
Renkantai	⇨ ⇨ KK
Tetsuzankou	⇨ ⇨ ⇨ P+K
Kansuitai	PK
Hachimon Kaida	PP

Toushin Soutai
Youshi Senrin
Daiden Housui
Bouken
Hougeki Unshin Soukoshou

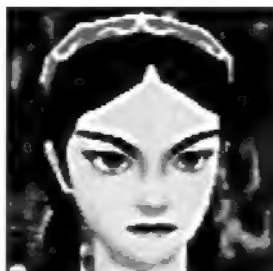
Kaiko
Katsumen Sentai
Katsumen Soutai
Roll backward, middle kick
Roll backward, low kick
Gaimon Chouchuu
Gaimon Chouchuu
Souhakushu
Doppo Choushitsu

Pai

NAME: Pai Chan
COUNTRY: Hong Kong
BIRTHDAY: 5/17/1975
SEX: Female
JOB: Action star
BLOOD TYPE: O
HOBBY: Dancing

Even though Pai is Lau's daughter, there is little love between the two—while Lau pursued his obsessive search for perfection, Pai's mother toiled so hard to support the family that she died of overwork. Pai never forgave Lau for her mother's death, and swore she would someday beat Lau at his own game. Though she didn't have what it took to defeat him in the last tournament, this time she's armed with a few new techniques that just might knock Lau out of the champion's position. And with Lau out of the way, the others should fall like dominoes.

P+G (throw)
⇌ P+K (throw)
⇒ ⇌ ⇒ P+K (throw)
P+K+G (throw)
P+K+G (throw)
⇌ P+K
⇌ or ⇒ P
⇒ P+G (throw)
KKK... (recovery attack)
↓ KKK... (recovery attack)
← KKK... (recovery attack)
↘ KKK... (recovery attack)
G ⇌ P (counters high attacks)
G ⇌ P (counters middle attacks)
G ⇌ P (counters low attacks)
K+G then release G



Chuukun
Souchuukun
Koushuutai
Sensaitai
Senchuutai
Rai'in Shouda
Enshuu Kourageiki
Hi'en Toukyaku
Hishitai
Hishitai
Hi'en Tankyaku
Senchuukun
Sokuchuukyaku
Taitou Risenkyaku
Haitenkyaku
Senpuuga
Ensenshuu
Renken Senpuuga
Renken Ensenshuu
Renkentai
Renshou
Souken Senpuutai
Raigekishou
Renkan Tenshinkyaku
Renkan Tenshin Soukyaku
Renkan Haitenkyaku
Tenshin Soutou
Ensen Hairyu
mid-level punch)
Rasen Anshou
Zensentai
Zensou Sentai
Roll backward, middle kick
Roll backward, low kick

Attacks

P
↓ P
K
↓ K
↓ K
↓ P (vs. fallen opponent)
↓ P (vs. fallen opponent)
↑ K (rising into big jump)
↑ K (before landing, big jump)
↓ K (simul. w/ small jump)
↓ K
↓ P
⇒ K
K (rising from crouch)
↓ K
K+G
↓ K+G
P, K+G
P, ↓ K+G
PK
PP
PPK
PPP
PPPK
PPP↓ K
PPP⇌ K
P+G (throw)
⇌ P, ⇌ P (counters high,
mid-level punch)
⇌ P (counters high kick)
KKK... (recovery attack)
↓ ↓ KKK... (recovery attack)
← KKK... (recovery attack)
↘ KKK... (recovery attack)

Lau

NAME: Lau Chan
 COUNTRY: China
 BIRTHDAY: 10/2/1940
 SEX: Male
 JOB: Cook
 BLOOD TYPE: B
 HOBBY: Chinese poetry



Lau strives for perfection in anything he does, whether it's working as a famous chef in China or acquiring the title of the most powerful fighter in the world. Though he was declared champion, Lau was far from satisfied with his performance, so after the first tournament, he headed for the mountains for an excruciating year-long regimen of training. He hopes that in the next tournament he'll be able to perform up to his own exacting standards.

Attacks

Chuukun	P
Souchuukun	↓ P
Katsumentai	K
Sensaitai	↓ K
Senchuutai	↘ K
Kosou Renshuu	↑ P (vs. fallen opponent)
Toushuugeki	↘ K (vs. fallen opponent)
Hishuutai	↑ K (rising into big jump)
Toukuu Senjinkyaku	↑ K (before landing, big jump)
Hishitai	↑ K (simul. w/ small jump)
Chuugeki	⇒ P
Shakashou	↘ P
Shajoushou	↓ P
Junpo Chuushou	↘ ↘ P
Taitou Risenkyaku	K (rising from crouch)
Kokyaku Haiten	↖ K

Senpuuga
 Ensenshuu
 Renken Senpuuga
 Renken Ensenshuu
 Renkentai
 Renshou A
 Souken Senpuutai
 Raigekishou
 Renshou B
 Renshou Senpuutai
 Renkanshou
 Renkan Tenshin Kyaku
 Renkan Tenshin Soukyaku
 Renkan Haitenkyaku
 Chisoutai
 Kensha Touraku
 Zensentai
 Zensou Sentai
 Roll backward, middle kick
 Roll backward, low kick

K+G
 ↓ K+G
 P, K+G
 P, ↓ K+G
 PK
 PP
 PPK
 PPP
 ↘ PP
 ↘ PPK
 ↘ PPP
 ↘ PPPK
 ↘ PPP ↓ K
 ↘ PPP ↖ K
 ⇒ ↓ K
 P+G (throw)
 KKK... (recovery attack)
 ↓ KKK... (recovery attack)
 ← KKK... (recovery attack)
 ↖ KKK... (recovery attack)

Wolf

NAME: Wolf Hawkfield
 COUNTRY: Canada
 BIRTHDAY: 2/8/1966
 SEX: Male
 JOB: Wrestler
 BLOOD TYPE: O
 HOBBY: Karaoke



Wolf was a lumberjack until he was discovered by a scout and encouraged to take up pro wrestling. It wasn't long before he became invincible in the sport. He entered the first tournament in order to find an opponent skilled enough to call a rival. It wasn't long before Akira gave him exactly what he was looking for, and the two set up an intense competition. At the end of the first tournament, both swore they would battle again. Now that chance has arrived, and Wolf has his eye on the championship.

Attacks

Straight Hammer	P
Low Hammer	↓P
High Kick	K
Low Smash	↓K
Face Lift Kick	↘K
Elbow Drop	↘P (vs. fallen opponent)
High Elbow	↑P (vs. fallen opponent)
Rising Toe	↑K (rising into big jump)
Heel Crush	↑K (before landing, big jump)
Toe Crush	↑K (simul. w/ small jump)
Sonic Upper	↘P
Vertical Upper	↘P
Body Blow	⇒P
Shoulder Attack	⇄⇒P
Knee Blast	⇒K
Low Drop Kick	⇒↓K
Rolling-saw Butt	⇒K+G
Hammer Kick	PK
Jab Straight	PP
One-two Upper	PPP
Brain Buster	P+G (throw)
Giant Swing	⇄⇄↓↘⇒P (throw)
Tiger Driver	↘P+K+G (throw)
Rolling Clear	KKK... (recovery attack)
Low Clear	↓KKK... (recovery attack)
Roll backward, middle kick	⇄KKK... (recovery attack)
Roll backward, low kick	⇄KKK... (recovery attack)

Jeffry

NAME: Jeffry McWild
 COUNTRY: Australia
 BIRTHDAY: 2/20/1957
 SEX: Male
 JOB: Fisherman
 BLOOD TYPE: A
 HOBBY: Reggae music



Jeffry uses the prize money from his fighting tournaments to maintain a fishing boat, his chief source of livelihood. All his life, he has sought one trophy above others: the legendary, man-eating "Satan Shark." His last battle with the shark was the most ferocious yet, but the shark escaped, leaving nothing of Jeffry's boat but splinters. So Jeffry polished up his fighting techniques and is stepping into the ring again. If he wins this time, he can buy a new boat and get rid of his nemesis once and for all.

Attacks

Straight Knuckle	P
Low Knuckle	↓P
Upper Kick	K
Vertical Kick	↓K
Side Kick	↘K
Stomping	↘K (vs. fallen opponent)
Flying Body Press	↑P (vs. fallen opponent)
Killing Bites	↑K (rising into big jump)
Heel Stamp	↑K (before landing, big jump)
Step Kick	↑K (simul. w/small jump)
Smash Upper	↘P
Double Upper	↘PP
Vertical Upper	↘P
Elbow Butt	⇒P
Dash Elbow	⇒⇒P

Elbow Upper
 Elbow Stamp
 Toe Kick
 Toe Kick Hammer
 Knee Attack
 Kenka Kick
 Knuckle Kick
 Double Knuckle
 One-two Upper
 Power Slam
 Splash Mountain
 Toe Kick Splash
 Power Bomb
 Spinning Up Kick
 Spinning Low Kick
 Roll backward, middle kick
 Roll backward, low kick
 Hip Attack

⇒ ⇒ PP
 ⇄ ⇒ P
 ⇄ K
 ⇄ KP
 ⇒ K
 ⇒ ⇒ K
 PK
 PP
 PPP
 ⇒ P (P+G) (throw)
 ⇄ ⇄ P+K (throw)
 ⇄ K ⇄ ⇄ ⇒ P+K+G (throw)
 ⇄ P+K+G (opp. crouching)
 KKK . (recovery attack)
 ↓ KKK... (recovery attack)
 ← KKK... (recovery attack)
 ↖ KKK... (recovery attack)
 P+K+G

Kage

NAME: Kage-maru
 COUNTRY: Japan
 BIRTHDAY: 6/6/1971
 SEX: Male
 JOB: Ninja
 BLOOD TYPE: B
 HOBBY: Mah-jongg



Not much can be said about Kage's background, only that he is searching for the mysterious organization that murdered his father and kidnapped his mother. His search led him to the first tournament, which he entered in order to find clues. Though he made an impressive showing as a fighter, he couldn't bring the syndicate to light but he did receive word that his mother might still be alive. He has stepped into the arena again with the hope that once declared champion, he will be able to find out more

Attacks

Danken	P
Juzuridan	⇄ P
Tsukikaeshi Ken	K
Surigeri	⇄ K
Nakageri	⇄ K
Kakato Otoshi	⇄ P (vs. fallen opponent)
Asuka	⇄ P (vs. fallen opponent)
Hishou Geri	↑ K (rising into big jump)
Tobikakato Geri	↑ K (before landing, big jump)
Tsukikakato Geri	⇄ K (simul w/small jump)
Hiji Uchi	⇒ P
Senpuu Geri	⇄ K
Ryuuei Kyaku	⇒ ⇒ K
Hagaryuu	⇒ ⇒ K+G
Rairyuu Hishoukyaku	⇒ ⇒ P+K+G
Tsumuji Geri	⇄ K+G
Hagasane	PK
Resshou	PP
Resshou Kyaku	PPK
Sandangeki	PPP
Sandan Urageri	PPPK
Sandan Fuujinkyaku	PPP ⇄ K
Suisha Geri	⇄ K+G
Zenten	⇄ ⇄ ⇄ ⇄ ⇄ ⇄
Kouten	⇒ ⇄ ⇄ ⇄ ⇄ ⇄
Kaiten Jizurikyaku	⇄ ⇄ ⇄ ⇄ ⇄ ⇄
Kouten Jizurikyaku	⇒ ⇄ ⇄ ⇄ ⇄ ⇄
Taitou	P+G (throw)

Koenraku
 Tatumaki Geri
 Tatumaki Surigeri
 Roll backward, middle kick
 Roll backward, low kick
 Zenten, Zenten
 Kouten, Zenten
 Zenten, Kouten, Jizurikyaku
 Zenten, Rairyuu Hishoukyaku
 P+K+G
 Kouten, Rairyuu Hishoukyaku

⇄P (throw)
 KKK... (recovery attack)
 ↓KKK... (recovery attack)
 ←KKK... (recovery attack)
 ↙KKK... (recovery attack)
 ⇄⇄↓⇄⇄, ⇄⇄↓⇄P
 ⇄⇄↓⇄⇄, ⇄⇄↓⇄P
 ⇄⇄↓⇄⇄, ⇄⇄↓⇄P
 ⇄⇄↓⇄⇄, ⇄⇄↓⇄⇄
 ⇄⇄↓⇄⇄, ⇄⇄↓⇄⇄
 ⇄⇄↓⇄⇄, ⇄⇄↓⇄⇄
 P+K+G

Sarah

NAME: Sarah Bryant
 COUNTRY: USA
 BIRTHDAY: 7/4/1973
 SEX: Female
 JOB: College student
 BLOOD TYPE: AB



HOBBY: Skydiving
Kidnapped, brainwashed and groomed for combat by an underground organization, Sarah Bryant was pitted against her brother in the first tournament. The organization had hoped to eliminate Jacky this way, but because they couldn't control Sarah completely, she failed to carry out her orders. She has spent the past year being reconditioned under a new set of teachers. By the time she steps into the arena again, she will be the ultimate fighting machine.

Attacks

Straight Lead	↑
Squat Straight	↓P
Vertical Hook Kick	K
Low Kick	↓K
Middle Kick	⇄K
Soccerball Kick	⇄K (vs. fallen opponent)
High Jumping Knee Stamp	↑P (vs. fallen opponent)
Jump Kick	↑K (rising into big jump)
Heel Kick	↑K (before landing, big jump)
Step Hook Kick	↑K (simul. w/ small jump)
Rising Elbow	⇒P
Double Joint Butt	⇒PK
Somersault Kick	↻K
Jackknife Kick	↓K
Jackknife Kick Side	↓KK
Knee Kick	⇒K
Dash Knee	⇒⇒K
Illusion Kick	⇄KK
Mirage Kick	⇄KKK
Leg Slicer	↓K+G
Side Hook Kick	⇄K+G
High Kick Straight	KP
Punch High Kick	PK
Punch Side Kick	P↓K
Jab Straight	PP
Double Punch Snap kick	PPK
Flash Piston Punch	PPP
Combo Rising Knee	PPPK
Combo Somersault	PPP⇄(or ↻)K
Front Suplex	P+G (throw)
Neckbreaker Drop	⇒⇒P (throw)
Vertical Spin Kick	KKK... (recovery attack)
Low Spin Kick	↓KKK... (recovery attack)
Roll backward, middle kick	←KKK... (recovery attack)
Roll backward, low kick	↙KKK... (recovery attack)

Jacky

NAME: Jacky Bryant
COUNTRY: USA
BIRTHDAY: 8/28/1970
SEX: Male
JOB: Indy car driver
BLOOD TYPE: A
HOBBY: Training



One fateful day, hotshot race driver and Jeet Kune Do master, Jacky Bryant, was separated from his sister, Sarah, when she was kidnapped by an underground syndicate. After years of searching, he learned that Sarah was being trained for combat and was considered tops in the art of Jeet Kune Do. When the first World Fighting Tournament was announced, Jacky took the challenge in the hope of finding and rescuing Sarah from the syndicate. But once a winner was declared, Sarah vanished. Jacky spent the next year training for the ensuing bout he knew would come. This time he plans to win the championship and take Sarah back for sure.

Attacks

Straight Lead	P
Squat Straight	↓ P
Vertical Hook Kick	K
Low Kick	↓ K
Middle Kick	↘ K
Soccerball Kick	↻ K (vs. fallen opponent)
High Jumping Knee Stamp	↑ P (vs. fallen opponent)
Jump Kick	↑ K (rising into big jump)
Heel Kick	↑ K (before landing, big jump)
Step Hook Kick	↑ K (simul. w/ small jump)
Spinning Back Knuckle	↺ P
Double Spin Knuckle	↺ PP

Spinning Slant Back Knuckle	↺ P ↺ P
Spinning Low Spin Kick	↺ P ↓ K
Slant Back Knuckle	↺ P
Slant Low Spin Kick	↺ P ↓ K
Knee Kick	⇒ K
Side Hook Kick	↺ K
Somersault Kick	↻ K
Dash Hammer Kick	⇒ ⇒ K
Double Spinning Kick	KK
Beat Knuckle	P+K
Punch Side Kick	PK
Punch High Kick	⇒ PK
Punch Low Spin Kick	P ↓ K
Jab Straight	PP
Flash Piston Punch	PPP
Combo Elbow	PP ⇒ P
Combo Elbow Spin Kick	PP ⇒ PK
Northern Light Bomb	P+G (throw)
Neckbreaker Drop	⇒ ⇒ P (throw)
Vertical Spin Kick	KKK... (recovery attack)
Low Spin Kick	↓ KKK... (recovery attack)
Roll backward, Middle Kick	← KKK... (recovery attack)
Roll backward, Low Kick	↙ KKK... (recovery attack)



Credits

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Assistant Test Leads: Mike Dobbins, Howard Gipson, Chris Garrett

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